Oliver Mainey

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Summary

I'm a hands-on engineer that's always trying to understand the bigger picture. "Show me the incentive, and I'll show you the outcome." - Charlie Munger. I'm always looking at how to make the product better for the customer, an experience 10x better will see 1000x more usage so the less latency, the better interactivity, simpler application that does what the customer needs will always win. My greatest strengths are mindsets aligning with these goals; data oriented design, testing, deployment and developer tooling - because a more effective application and developer the greater value proposition to the business. There's a long history of failed IT projects because of code quantity over code quality, the AI future on the horizon seems to want to re-tread that same path and I'd encourage businesses to think about quality more.

Core Skills

Portfolio - https://github.com/Ober3550

Category	Technologies
Languages	C, C++ (SIMD), Rust, Go, Java, C#, TypeScript/JavaScript, Python, SQL, Lua, Groovy, MATLAB, F#, R, Bash, HTML/CSS, XSLT
Backend / Services	Dotnet, Node.js, Bun, REST, gRPC, JMS, ActiveMQ
Frameworks & UI	Angular, React Native, ImGui, SDL2, SFML, P5.js, Google Web Toolkit
Cloud & Infra	AWS, GCP, Azure DevOps, Docker, Kubernetes, Helm, Terraform, Nginx, Git Pipelines, Jenkins
Testing & Quality	Jest, JUnit, Cucumber, Selenium, Chromedriver, Mountebank, Imposter.sh
Data & Monitoring	PostgreSQL, MySQL, SQLite, Oracle, BigQuery, Azure App Insights, Google Analytics, Graphana
Tooling & Productivity	GitHub, Bitbucket, Jira, Confluence, Docmosis, LibreOffice, GPT-5, Agentic AI, MCP
Strength Themes	Data oriented design, performance profiling, multi-scale testing, developer productivity oriented and robust design

Experience

Domino's – Software Engineer

April 2023 – Present
Domain: Global Delivery and Pickup Search - Aus/NZ, Japan, Singapore, Malaysia, Taiwan, Germany, France, Netherlands and Berlin

- Improved the Dominos Maps support (React Native, Jest, Chromedriver) modernising the UI.
- Extended various backend microservices (C#/Dotnet, Swagger)
- Solo developed package management workflow for Imposter.sh definitions.
- Platform Foundation DevOps containerising Dotnet and Node services, standardised Azure DevOps pipelines, and refined Kubernetes deployment patterns and error reporting using Helm.

Key Technologies: Dotnet, C#, TypeScript, Node.js, React Native, Azure DevOps, Docker, Kubernetes, Bash, Python, Imposter.sh

CitrusAd – Software Engineer

March 2022 – April 2023
Platform Scale: 500M ad requests/day serving Coles, Woolworths, Target and 100+ others satisfying the ad campaigns of 3.5k brands

- Contributed to Ad Relevancy services (Go, Postgres, BigQuery) focusing on latency optimization & ranking correctness.
- Implemented Seller ID feature (Go, Java BigQuery) for allowing multiple sellers to advertise the same product and receive correct impression and click-through reporting
- Solo released across all retailers with a live system and dealing with performance issues of re-indexing 20 billion ad generation events across 2 weeks of 9am-12am
- Solo developed Imposter (Node, Docker, Kubernetes, Terraform) allowing monitoring of deployed service versions and redirecting platform traffic to local application instances for debugging

Key Technologies: Go, Java, Node.js, PostgreSQL, BigQuery, Docker, Kubernetes, Terraform

GBST – Graduate Software Engineer

Jan 2021 – March 2022
Domain: GBST provides asset management software for NAB, Westpack, UniSuper and more

- Enhanced Retail Cash Accounts module (Java, GWT, Postgres) extending transactional capabilities outside the private banking and pension sector.
- Supported CHESS to CSP integration with message-driven architecture (ActiveMQ, JMS).
- Solo developed a TLE to Groovy transpiler (5k lines, Node) aswell as the groovy testing client (5k lines, Java, Spring, JUnit4) to modernize legacy scripting converting 2 million lines of code.

Key Technologies: Java, GWT, Spring, ActiveMQ/JMS, Postgres, Node, Groovy, XSLT

Education

Queensland University of Technology

Bachelor of Information Technology (Distinction)

Majors: Computer Science & Simulation Science

Focus: Physical Simulation using High Performance Computing (C++) and Data Visualization (Matlab, MatPlotLib, OpenGL)

Last updated: 2025-08-21